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The Malon Index
Galactic garbage men



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Abandoning the principles of an easy life

Star Trek: The Motion Picture
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The secrets of a deadly space phenomenon



The Unusual FLEA SHIP
Odd Delta Quadrant vessel



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THE OFFICIAL STAR TREK[®] FACT FILES



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Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

The Guide to the STAR TREK Galaxy

FILE 1 CARD 42

THE QUARK INDEX

Quark is generally considered to be one of the most wily and manipulative Ferengi alive. His various schemes have involved making trade inroads into the Gamma Quadrant, encounters with the Dominion, and even a brief time as grand nagus.

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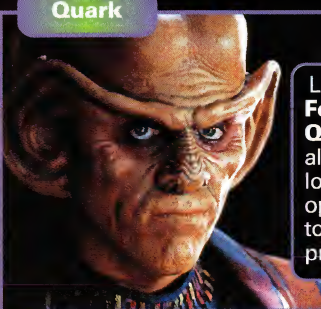
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70 STAR TREK: DEEP SPACE NINE

Quark



Like most Ferengi, Quark is always looking for an opportunity to turn a profit.

FILE 51 CARD 1

FILE 51 CARD 4

Grand Nagus Zek views Quark as a son.



Grand Nagus Zek



Ishka

Quark's family includes his mother, Ishka, and cousin, Gaila.

Quark's Family



FILE 51 CARD 1E

Rules of Acquisition

Quark adheres strictly to the 283 Rules of Acquisition.



Quark and Ferengi Tradition

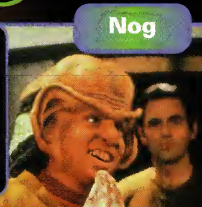


Quark is opposed to any radical reforms that threaten Ferengi society.

FILE 51 CARD 1A

FILE 51 CARD 5

Quark is initially disappointed when his nephew, Nog, elects to enter Starfleet Academy in 2372.



Nog

FILE 51 CARD 3

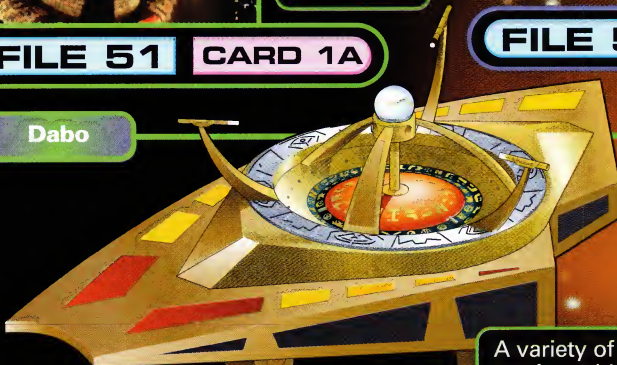
Rom

Quark's shy brother, Rom, is far more intelligent than his sibling gives him credit for.



FILE 51 CARD 2

Dabo



FILE 66 CARD 12G

Quark's Bar

Quark's bar is located on the Promenade of station Deep Space Nine.



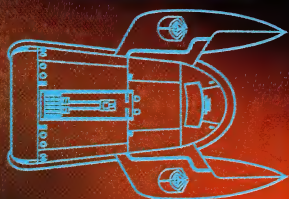
A variety of gaming tables are available to play in Quark's bar, including dabo and tongo.

Tongo

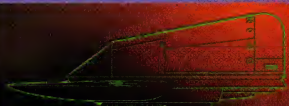
FILE 66 CARD 12F

FILE 27 CARD 12

Quark's Treasure



DORSAL VIEW



PORT VIEW



FORE VIEW



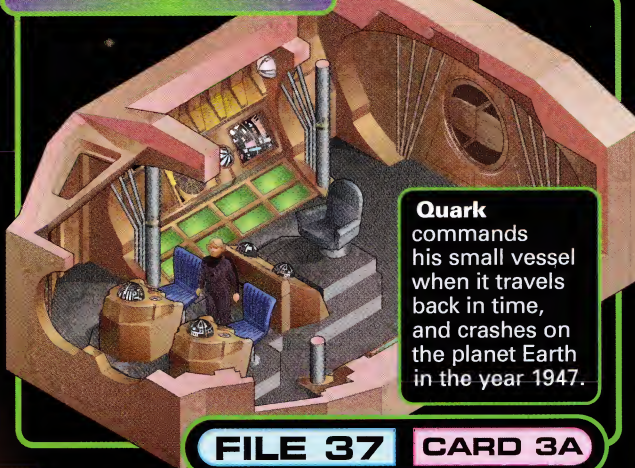
VENTRAL VIEW



Quark unwittingly accepts a faulty **Ferengi Pod** – which he christens **Quark's Treasure** – from his cousin **Gaila** in 2372.

FILE 37 CARD 3

Quark's Treasure: Bridge



Quark commands his small vessel when it travels back in time, and crashes on the planet Earth in the year 1947.

FILE 37 CARD 3A

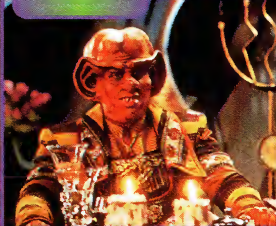
Quark and the Federation



Quark is often drawn into matters of concern to the **United Federation of Planets**.

FILE 51 CARD 1B

Brunt



FCA liquidator Brunt is determined to bring about **Quark's** financial downfall.

FILE 51 CARD 1D

FILE 51 CARD 6

Quark and the Second Sex



Quark enjoys a particularly volatile relationship with **Grilka**.

FILE 50 CARD 8

Natima Lang

Grilka

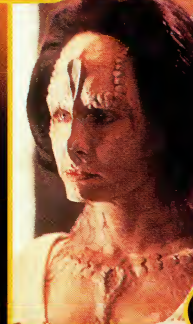


Quark's friends

Morn is one of **Quark's** dearest friends – particularly as he spends long hours in the **Ferengi's** bar.

"Where's the bargaining, where's the scheming ... where's the greed?"
— Quark

FILE 51 CARD 1C



Quark has enjoyed a tangled love life – including a relationship with the **Cardassian** **Natima Lang**, and marriage to the **Klingon**, **Grilka**.

FILE 48 CARD 6



QUARK STARSHIP LOG: Key episodes



'The Nagus'

FILE 70
CARD 10



'Rules of Acquisition'

FILE 70
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'Profit and Loss'

FILE 70
CARD 36



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CARD 45



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FILE 70
CARD 64



'The Bar Association'

FILE 70
CARD 82



'Body Parts'

FILE 70
CARD 91



'Looking for par'Mach in all the Wrong Places'

FILE 70
CARD 95



'The Ascent'

FILE 70
CARD 101



'Business as Usual'

FILE 70
CARD 110



'The Magnificent Ferengi'

FILE 70
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'Profit and Lace'

FILE 70
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'The Emperor's New Cloak'

FILE 70
CARD 156

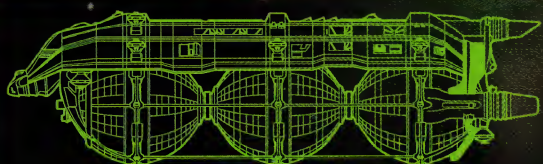
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FILE 1 CARD 63

THE MALON INDEX

The **Malon** civilization produces high levels of pollution. — a situation that forces them to haul their waste byproducts throughout the **Delta Quadrant** in search of new dumping grounds, regardless of the danger this poses to local relatives.

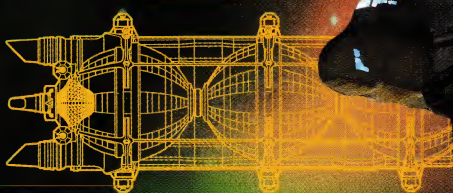
The *Malon Garbage Scow*



PORT VIEW



DORSAL VIEW



VENTRAL VIEW



AFT VIEW



FORE VIEW

Malon Garbage Scows are the stalwarts of the **Malon** waste disposal fleet. These vessels are composed of three large tanks which are used to transport the waste products to their intended destinations. They are comparable in size to **Federation Intrepid**-class starships.

FILE 40 CARD 61

The *Malon* and the *U.S.S. Voyager*



The **core laborers** aboard **Malon** vessels are often afflicted with **freighter blight**, which manifests as blisters, and later causes severe cellular degradation.

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Freighter blight



FILE 71 CARD 94

Toxic **theta radiation** can often be seen spewing out of the tanks of **Malon Garbage Scows** as they travel through the **Delta Quadrant** to their dumping grounds.



FILE 71 CARD 92

The Malon

FILE 18 CARD 120

The 'think tank'

Kurros of the 'think tank' uses an **isomorphic projection** of a **Malon** in order to hire the **Hazari** to attack the **U.S.S. Voyager**.

FILE 58 CARD 48

The **Delta Flyer** is built in response to a **Malon** attempt to retrieve the **U.S.S. Voyager NCC-74656**'s only multispatial probe from a gas giant.

The Delta Flyer

Malon workers wear bulky isolation suits in a futile attempt to protect themselves from the effects of **theta radiation**.

FILE 29 CARD 32

Typical **Malon** are grotesque beings, characterized by their shaggy hair, blistering skin, and broad faces.

"Our planet would choke from industrial waste if it weren't for the sacrifices of people like me." — Controller Fesek

The Vihaar

Malon mythology tells of a creature formed by the **radiogenic waste** in the **theta-storage tanks**, which has come to be called the **Vihaar**.

FILE 71 CARD 111

Malon Garbage Scow: Interior



The interior of the **Malon Garbage Scow** utilizes touch-screen control panels. Thick smoke constantly permeates the atmosphere within the ship.

The Night Beings

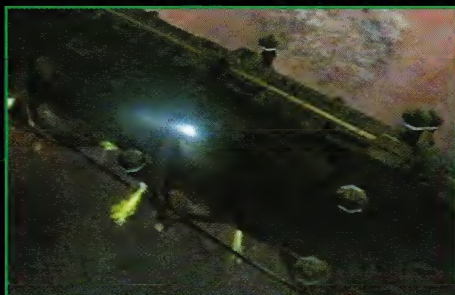
The **Night Beings** attack the **Malon** when the latter begin to pollute their 'void.'

FILE 18 CARD 148

THE MALON STARSHIP LOG: Key episodes



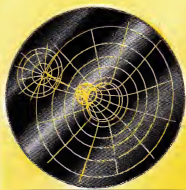
'Night'
FILE 71 CARD 92



'Extreme Risk'
FILE 71 CARD 94



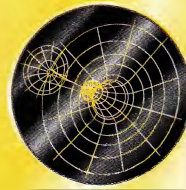
'Juggernaut'
FILE 71 CARD 111



SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 31



SPACE
PHENOMENA

GRAVITON ELLIPSE

The graviton ellipse holds the dubious position of being the first spatial anomaly to be encountered by humanity. One such phenomenon brought a tragic end to an historic Earth space mission.

The graviton ellipse is a rarely observed phenomenon that emerges from subspace for limited periods. It is entrancing and extremely dangerous; few survive a direct encounter with it, and even the Borg are wary of its presence.

Tumultuous beauty

When fully manifested, the anomaly measures in excess of 1000 meters across. It resembles a moderately flattened sphere that bulges at the center, at which point it is surrounded by a circulating ring of gaseous matter. It is bright orange in color, largely due to the constant electrical activity raging within its interior.

Little is known about the graviton ellipse, although sensor scans and the dating of matter within it have revealed that it is older than several Federation civilizations, including Earth. There is no evidence of

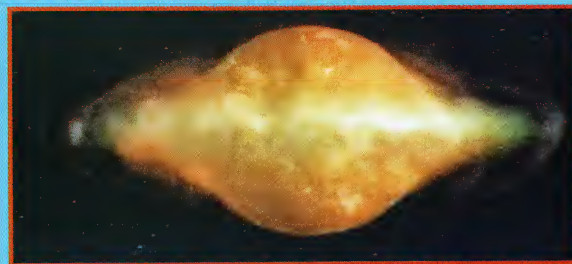
cerebral function, yet some form of basic 'intelligence' draws it toward large masses of electromagnetic energy, which it then absorbs into its hollow center. It can detect energy across distances in excess of 3 million kilometers, and will instinctively change course to match should it be moving. It is able to travel at light speeds when approaching a target. It is, however, possible for sensors to detect when the anomaly is preparing to return to subspace, and it is also possible to predict how long the ellipse will remain in normal space.

The ellipse exists for the most part within subspace, but occasionally emerges through a breach of its own creation; it returns to subspace in the same fashion. It is not known whether sensing energy causes the ellipse to emerge, or if it is a random occurrence. The ellipse's emergence is a rapid process, and although it

can be detected via the excessive **gravimetric distortions** it generates beforehand, any craft in its vicinity is unlikely to be able to escape quickly enough.

Turbulent appearance

The turbulence the ellipse generates is intense and potentially damaging as it rapidly approaches a craft. The magnetic radiation it emits can drain power almost instantaneously, and disrupts the primary systems of spacecraft – including communication systems. As the graviton ellipse is attracted by electromagnetic energy, it has been discovered that dampening the power output and reversing shield polarity will protect most space vessels. The Borg, who have designated the graviton ellipse as **Spatial Anomaly 521**, have theorized that it can be destroyed from within. Utilizing data gathered from previous encounters, they have developed shields to



▲ *The graviton ellipse is a mesmerizing sight. It manifests as a shimmering ball of energy, which is itself surrounded by an eerie cloud of gases and particles.*

▶ *The graviton ellipse appears quite suddenly from subspace. The anomaly is attracted to the electromagnetic emissions of the U.S.S. VOYAGER NCC-74656.*



penetrate its outer gravimetric currents, with the intention of dissipating it should they encounter it again.

The ellipse is significant in Earth's history of space exploration for consuming an early Mars exploration craft, the **Ares IV Command**

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- 16 FLUIDIC SPACE
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- 30 ASTRAL EDDIES

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STAR TREK: VOYAGER.....File 71



▲ *The anomaly bursts through the barrier between subspace and normal space in an instant. It quickly stabilizes its form into that with which it has become associated.*



▲ *The graviton ellipse is able to maintain course and speed with starships such as the U.S.S. VOYAGER at sub-light speeds as it traces their electromagnetic emissions.*



▲ *The astrometrics lab aboard the U.S.S. VOYAGER is able to track the anomaly's path from subspace, and predict how long it will remain in normal space for.*

GALAXY FACTS

According to the sensors of the *U.S.S. Voyager* NCC-74656, the ellipse emits more than 30 million terrajoules of energy.

According to Captain Kathryn Janeway, graviton ellipses have been observed by Federation personnel only a handful of times.

Module, and departing into subspace with it in 2031. Witnessing the other engulfed crafts within, the mission commander, **Lt. John Kelly**, was the first human to have verifiable knowledge that other civilizations existed within the Galaxy. Trapped within the graviton ellipse, however, he was unable to pass on such a wondrous revelation. Other wonders contained within the ellipse include fossils that contain metallic membranes, proving that the often postulated, but never before seen, metallic-based life forms did exist before Earth's creation.

Eye of the storm

Within the center of the anomaly there is a large, stable core where the gravimetric forces are negligible. Here, turbulence is minimal unless another large object is being engulfed. The continual activation of electrical forces and chemical reactions in this area has created an atmosphere,

The center of the graviton ellipse is similar to the eye of a storm – an area of calm in a tumultuous entity. although one that is not suitable for human life to breathe. The continual electromagnetic fluctuations in the core make it extremely difficult for ships trapped there to calculate their position with any degree of accuracy, as sensor readings are continually disrupted. The ellipse also emits massive levels of **gravimetric radiation** that would ultimately prove fatal to unprotected humans.

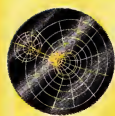
As of 2375, the ellipse contains over 2.8 billion compounds, including extra-dimensional matter. These are almost all components of the numerous craft, asteroids, and other matter that it has swallowed over the millennia, transforming its core into an eerie memorial.

The Guide to the STAR TREK Galaxy

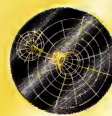
FILE 5

CARD 31

GRAVITON ELLIPSE



SPACE PHENOMENA



SPACE PHENOMENA

The **ARES IV COMMAND MODULE** has been exposed to the vacuum over the years, and the body of its pilot, **Lt. John Kelly**, lies preserved within it.



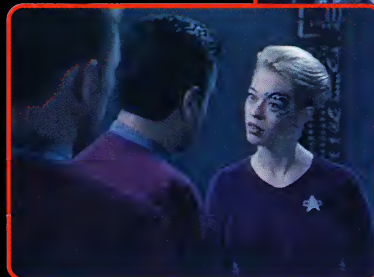
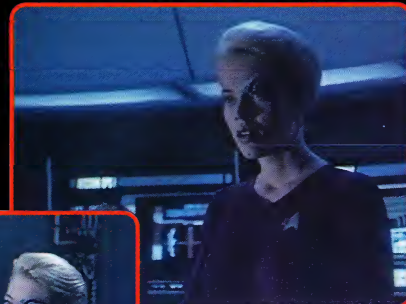
The **ARES IV COMMAND MODULE** has survived relatively unscathed within the center of the graviton ellipse. For well over 300 years, it has shared its final resting place with numerous other pieces of space debris from a variety of unknown alien spacecraft.

CHANGE OF HEART

Understanding history

From her collective memory of Borg encounters with the graviton ellipse, **Seven of Nine** is able to provide the correct course of action to avoid the *U.S.S. Voyager* from being engulfed. She maintains a healthy respect for the ellipse's capabilities, however, and is unable to comprehend why the crew of *Voyager*, having survived an encounter with the anomaly, are not only keen to remain in its vicinity, but contemplate entering the phenomenon to carry out further exploration. She comments that "When the risks outweigh the potential gain, exploration is illogical." Even when informed of the immense historical cachet of retrieving the *Ares IV Probe*, she is skeptical of its value. She is further astonished to learn from the Doctor that her participation in the retrieval mission is envied by every crew member aboard *Voyager*. She maintains that "History is irrelevant," and is angered by Commander Chakotay taking unnecessary risks to retrieve *Ares IV* from the anomaly. It is not until listening to the data logs of **Lt. John Kelly** that she begins to understand the human capacity for exploration, and the desire to experience something at first hand. She comes to realize that without the likes of Kelly, her life would be very different.

Seven of Nine initially favors dissipating the graviton ellipse, rather than exploring its interior.



Seven of Nine's view that the retrieval of the **ARES IV COMMAND MODULE** is an irrelevant and dangerous mission brings her into conflict with Chakotay.



The Guide to the STAR TREK Galaxy

FILE 15 CARD 11B



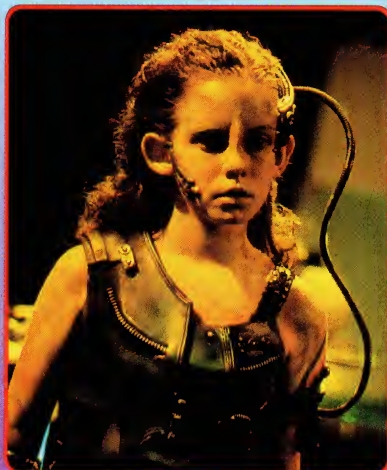
RACES ASSIMILATED BY THE BORG

NORCADIAN

Norcadia is a **Theta-class** planetoid in a binary star system. It has a population of over 260 million. At least one girl, **Mezoti**, is assimilated by the **Borg** prior to being rescued by the crew of the **U.S.S. Voyager NCC-74656**.

▶ *Mezoti is a young humanoid female from the Norcadian race. She retains a characteristic enlarged nasal ridge and long hair after her assimilation.*

STARSHIP LOG: 'COLLECTIVE' [VOY]



THE PAREIN

The **Delta Quadrant** race known as the **Parein** have long been enemies of the **Farn**. The two races work side-by-side as assimilated **Borg** drones, but descend into war once again when freed.

STARSHIP LOG: 'UNITY' [VOY]

P'CHAN'S PEOPLE (SPECIES 571)

An unnamed species whose facial characteristics include a vertical raised ridge on the forehead and pronounced eye sockets. One member, **P'Chan**, is known to have been assimilated by the **Borg**.

▶ *P'Chan came from a race which held family ties in high regard. He looked after his elderly parents until they were killed and he was assimilated into the collective.*

STARSHIP LOG: 'SURVIVAL INSTINCT' [VOY]

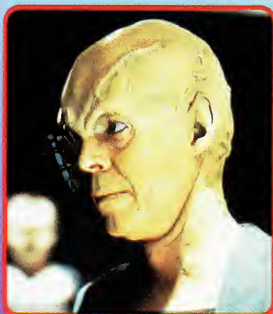


THE ROMULANS

The **Borg** have assimilated several members of the **Romulan** race. As early as 2364, several Romulan outposts along the **Neutral Zone** border were destroyed in Borg attacks, and their colonists assumed to be assimilated.

▶ *Orum, a Romulan drone who regained individuality, acted as a medic for a Borg cooperative in the Nekrit Expanse.*

STARSHIP LOG: 'Q WHO?' [TNG]; 'UNITY' [VOY]



THE SAKARI

The **Sakari** once had a great civilization spread across the surface of their planet. **Borg** attacks have since forced the survivors underground, and all trace of their cities has been removed to protect them from outsiders.

▶ *The Sakari have become experts in the art of camouflage, and are hostile toward any outsiders.*

STARSHIP LOG: 'BLOOD FEVER' [VOY]



SHIVOLIANS (SPECIES 521)

Naomi Wildman identifies a female aboard the **Markonian Outpost** as being a member of **Species 521** – a **Shivolian**. Her mother does not approve of her learning **Borg** designations.

STARSHIP LOG: 'SURVIVAL INSTINCT' [VOY]

SPECIES 149

The **Borg** assimilate **Species 149**, and obtain from them a technique that allows the reactivation of 'dead' Borg drones using modified **nanoprobes**.

▶ *Eighteen hours after Neelix is killed in a shuttle accident, Seven is able to resurrect him, using a technique assimilated from Species 149.*

STARSHIP LOG: 'MORTAL COIL' [VOY]

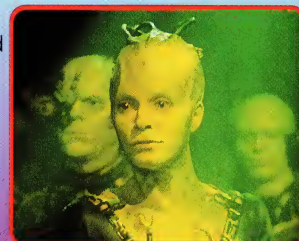


SPECIES 125

The **Borg Queen** encountered in the **Delta Quadrant** was assimilated from a race to whom she refers only as **Species 125**. She now considers herself to be simply Borg.

▶ *The Borg Queen considers it to be irrelevant which species she came from originally.*

STARSHIP LOG: 'DARK FRONTIER' [VOY]



SPECIES 259

The **Borg** designation for a technologically advanced, omniscient life form that inhabits **Galactic Cluster 3**. The Borg assimilates **Species 259** and gains its pattern-duplication design, which is then incorporated into Borg autonomous regeneration sequencers.

STARSHIP LOG: 'THE GIFT' [VOY]



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FILE 15

CARD 11B

RACES ASSIMILATED BY THE BORG



SPECIES 262

Species 262 is a primitive civilization located in the **Delta Quadrant**. When the **Borg** discover that the mythology of Species 262 mentions a powerful substance that can burn the sky, they infer this to be the legendary **Omega Particle**, and so assimilate the race.

STARSHIP LOG: 'THE OMEGA DIRECTIVE' [VOY]

SPECIES 5174

The **Borg** once found the remains of a member of the race they designate **Species 5174** stripped of its organs. The gruesome act was later found to be the work of **Hirogen** hunters.

STARSHIP LOG: 'HUNTERS' [VOY]

SPECIES 10026

Seven of Nine is forced to watch as **Species 10026** is assimilated. She helps a few lucky individuals to escape.

A grim future awaits Species 10026.

STARSHIP LOG: 'DARK FRONTIER' [VOY]



SPECIES 5973

The **Borg** encountered this multispectrum particle life form in **Galactic Cluster 8**. **Icheb** suggested that a stowaway aboard the **U.S.S. Voyager NCC-74656** may have been a member of this race.

STARSHIP LOG: 'THE HAUNTING OF DECK TWELVE' [VOY]

TALAXIANS (SPECIES 218)

Thirty nine crew members of a **Talaxian** merchant ship are assimilated while traveling through the **Dolmine sector** of the **Delta Quadrant**. They are easily assimilated, and their dense musculature makes them excellent drones.

Neelix is recognized as a Talaxian by Seven of Nine. The race has been designated Species 218 by the Borg collective.

STARSHIP LOG: 'THE RAVEN' [VOY]



TERELLIANS

One of the 13 different personalities that emerges when **Seven of Nine** suffers a form of multiple personality disorder, is that of a **Terellian** who was assimilated during Seven's time as a drone.

STARSHIP LOG: 'THE GIFT' [VOY]

VEN'S PEOPLE (SPECIES 6339)

This civilization, originating in **Grid 124, Octant 22-theta**, is first encountered in 2371. Since that time, 11 billion individuals have been assimilated, but the survivors have fought back with a virus.

STARSHIP LOG: 'INFINITE REGRESS' [VOY]

WYSANTI

This humanoid species has a facial characteristic of a vertical raised ridge composed of smaller bumps on the forehead. Twin boys **Azan** and **Rebi** are assimilated by the **Borg**, prior to being rescued by the crew of the **U.S.S. Voyager NCC-74656**.

Wysanti boys Azan and Rebi are eventually freed from the Borg collective, and returned to their grateful parents.

STARSHIP LOG: 'COLLECTIVE' [VOY]



VULCANS (SPECIES 3259)

The **Borg collective** values **Vulcan** drones as their enlarged neocortex produces superior analytical abilities, and has designated the race **Species 3259**. It is unclear how many individuals have been assimilated over the years, but most of these may well have come from **Starfleet** vessels.

Tuvok briefly becomes a Borg drone in late 2376, as part of a plan by the crew of the U.S.S. VOYAGER.

STARSHIP LOG: 'THE RAVEN' [VOY]



YRIDIAN (SPECIES 6291)

At one time, both the **Borg** and the **United Federation of Planets** believed the **Yridians** – **Species 6291** – to be extinct, until survivors were discovered by **Captain Rudy Ransom**.

STARSHIP LOG: 'EQUINOX' PART I [VOY]

A few members of the Yridian race survived the Borg attacks that decimated their people.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 147

THE HAZARI



OTHER GROUPS
AND RACES

The Hazari are a powerful, meticulous race of proficient bounty hunters. They pursue their paid assignments with vigor, but they also work to a professional ethic that sets them apart from many mercenaries.

Some races are warlike; others prefer to engage in peaceful exploration. More still are isolationists. The **Hazari**, an advanced race that operates over a considerable area of the **Delta Quadrant**, belongs to a small, but determined group: professional bounty hunters. The Hazari are tall and muscular, with vaguely avian features. Their orangey-brown hides appear to be toughened, like snake skin. Their noses are generally long and beak-like, with a matching point that forms the tip of the chin. The top of the skull is slightly raised, with deep furrows down the scalp on either side. Other, less pronounced furrows stretch from the eyes along

the side of the head to the back. The species dresses militarily while on 'duty,' wearing brown, padded uniforms with a strap running from the right shoulder to the left hip. They carry weapons in a small hip holster.

Feared race

The Hazari name inspires fear throughout the Delta Quadrant region. They are renowned for their advanced technology, and feared for their extreme violence. Their warp-capable ships are speedy and sleek, with weapons powerful enough to take out the shields of an **Intrepid-class Starfleet** vessel with just a few shots. Their own shields resist heavy **phaser** fire, though they can be damaged by **spatial**

charges. Two crew members are usually assigned to each ship.

Their shipboard sensors are also very sensitive; they are able to complete such diverse functions as determining the composition of a floating debris field, and determining that a transmission contains holographic components. This technology resists scans by alien technology such as **Federation tricorders**.

Pride in their work

The main occupation of the Hazari is to capture and deliver alien vessels and their crews for clients. They often communicate via subspace with clients after the initial contact is made and a bounty settled. Their sole motivation is money – it is not unknown for them



to demand a sudden, dramatic increase in the fee once they have the target at their mercy.

The Hazari pride themselves on honoring their agreements, however, and take much pride in their work. In this way, they resemble another fearsome Delta Quadrant species, the **Hirogen**, though that race's driving force is the thrill of the chase and the

▲ *The Hazari have a muscular, somewhat fearsome appearance. They have heavily ridged faces, and wear militaristic uniforms.*

OTHER CARDS IN THIS FILE...

120 THE MALON
126 THE VAADWAUR
133 THE VOTH
148 NIGHT BEINGS

SEE OTHER FILES...

STAR TREK: VOYAGER.....File 71

EVADING THE HAZARI

Skillful maneuver

In 2375, the Hazari attempt to capture the **U.S.S. Voyager NCC-74656** by enticing the **Starfleet** vessel to a planetoid with heavy deposits of dilithium. They then detonate the planetoid, trapping **Voyager** in a cloud of metreon gas where neither impulse or warp drives will work. Rather than surrender to her foe, Captain Kathryn Janeway postulates that detonating the gas cloud will be sufficient to throw her starship clear of the field.



▲ *Captain Kathryn Janeway employs a radical tactic to keep the **U.S.S. VOYAGER** out of the clutches of the Hazari. She detonates a cloud of gas that pushes the starship clear of danger.*

◀ *The crew of **VOYAGER** locate a further 23 Hazari ships throughout the sector by using the advanced sensors of their ship's **Astrometrics Lab**.*



Designation	Hazari
Class	M
Quadrant	Delta
Inhabitants	Humanoid

Government	Unknown; however, groups of Hazari have been known to work together to reach a common goal.
Environment	Standard gravity
Features	The Hazari homeworld has not yet been visited by a Federation starship; however, the species have been encountered in open space, and their skills as bounty hunters have been observed in action.
Laws	Unknown.
Starship log	STAR TREK: VOYAGER 'Think Tank'

GALAXY FACTS

▶ The Hazari are unusually resistant to Vulcan mind-melds.

▶ The Borg list the Hazari as Species 4228. Their cunning and violence means that assimilated individuals make excellent tactical drones.

▼ The imposing appearance of Hazari warriors is an advantage during negotiations.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 147

THE HAZARI



OTHER GROUPS
AND RACES

▼ The cockpits of HAZARI VESSELS are spacious facilities. Several touch-sensitive panels and information screens are located on the walls, below a series of four strip lights.



▶ The crew of the U.S.S. VOYAGER NCC-74656 transport two Hazari aboard their vessel in an effort to negotiate a truce, after realizing that they have a common enemy in the 'think tank.'



▶ The spacious cockpits of the heavily armed HAZARI VESSELS are traditionally manned by just two of the infamous bounty hunters.



lure of the trophy taken from the prey's body. The Hazari excel in tactics. They give the impression of being vultures circling their prey, feinting and drawing their targets out while cutting off all conceivable routes of escape. They appear to have anticipated every move, which can lead the targets to doubt themselves and suspect that real potential escape routes are traps.

Complexities of attack

The race has also been known to use more complex lures, such as dilithium-rich planets, to

attract passing vessels. They have the technology to set up a **resonance wave** to disable the target ship; they then pounce, dropping out of warp on top of the damaged vessel and locking on a tractor beam. They understand that the gas cloud created by the wave will prevent their opponent from firing phasers. Hazari ships often travel together to combine their strength, using tried and tested strategies such as flanking the target vessel. In these cases, one ship always remains behind the other to reinforce the shields of the attacking

vessel. This means, however, that the support ship is vulnerable.

The great numbers of Hazari ships in their sectors of influence mean that they can afford to be relatively patient, inviting their enemy to make mistakes. One ship does not make strenuous efforts to continue the chase if it is evaded, as it can call upon dozens of reinforcements. These join the hunt in escalating numbers until escape for the target is impossible. For all their cunning, however, the race has only so much patience; they become very restless with

what they consider is too much talk and not enough action – something that belies their ruthless tenacity when it comes to trapping target ships. They are unwilling to wait for weeks to collect their payment.

Respect for their target

The Hazari are shrewd operators, and do not treat a potentially dangerous target with disdain. They disengage if the opposition proves too powerful for their available ships, and wait for a more opportune moment. They generally offer to accept a surrender in the first instance rather

▶ The Hazari are willing to devise a method of revealing the 'THINK TANK' VESSEL with the aid of VOYAGER's crew.

than mount an attack. This is not to be confused with mercy, however – the client simply wishes the target vessel to be delivered intact. The bounty hunters' professionalism is a two-sided coin. They refuse to divulge the identity of their clients to targets, but they also appear to be open to financially rewarding counter offers by the targets, even though it is doubtful that they consider many offers worthy. They dislike being lied to by employers very much, and will willingly level the score – if there is a gain to be made by doing so.

The Hazari are also sour losers. The crews argue among themselves when outmaneuvered, and can even be reduced to making petulant gestures of anger, such as banging their fists on the console. If captured, they make stubborn and silent prisoners. The Hazari are nevertheless a potent force, and even a mention of them continues to create fear and trepidation throughout the Delta Quadrant.

EMPLOYED BY THE 'THINK TANK'

Caught unaware

In 2375, the Hazari are hired by a powerful consortium of individuals – known by some as the 'think tank' – to capture the U.S.S. Voyager NCC-74656. The race pursues this as it would any other business deal, unaware that it is all part of an elaborate scheme by the 'think tank' to recruit Voyager crew member Seven of Nine into their ranks. 'Think tank' representative Kurros offers the collective's help to Voyager as the Hazari close in, and asks for the ex-Borg drone in return.

The Hazari are familiar with the 'think tank' – their highly advanced technology, the fact that their vessel is difficult to track, and that they have made quite a few enemies in the sector. They are highly annoyed when Captain Kathryn Janeway convinces them of the fact that they are being used. They hatch a plan with Janeway to force the 'think tank' vessel out of subspace, and open fire on it from all directions. The likelihood is that they succeed in capturing it, and fetch a handsome bounty for the unique individuals that make up the consortium.



▶ The Hazari are hired by Kurros of the 'think tank' to attack the U.S.S. VOYAGER so that he may ultimately claim Seven of Nine.

▶ The crew of the U.S.S. VOYAGER enlist the aid of the Hazari to mount an attack on the 'THINK TANK' VESSEL as the Federation starship warps away.



Flea Ship

A severely damaged derelict vessel holds the clue to freeing the *U.S.S. Voyager NCC-74656* from an unstable region known as chaotic space.

The **Delta Quadrant** has many unusual phenomena existing within its vast regions, some of which pose a serious threat to passing vessels. **Chaotic space** is known to the **Borg** as a potentially deadly region, in which the **subspace** flux and gravitational effects are in a constant state of change; sensors are rendered virtually useless, and the extremely powerful sheering forces that batter against a starship's hull may eventually collapse its shields. The *U.S.S. Voyager NCC-74656* accidentally enters an area of chaotic space in 2375, and during efforts to navigate out of the phenomenon, the **Starfleet** crew encounter another ship from an unknown race adrift in space. **Seven of Nine** reports that only one **Borg cube** has ever survived this extraordinary region, so efforts to extrapolate as much information as possible from the lifeless alien vessel take on a very real importance.

Unique appearance

The alien vessel is highly sophisticated and insect-like in its external appearance. It entered chaotic space almost a year earlier in 2374, despite its advanced sensor systems which are clearly evident as a complex array of antennas at the bow of the ship. The design is complex and consists of a number of interconnected curved segments that take the form of a crustacean or insect, and, while it may look unusual, many of its systems are superior to those of *Voyager*. The crew complement of the alien vessel is unknown, but details from the ship's medical records reveal that its captain, along with a number of engineers, succumbed to increasingly powerful hallucinations as the entity that inhabits chaotic space attempted to communicate with them to help them, in an effort to escape its hostile environment.

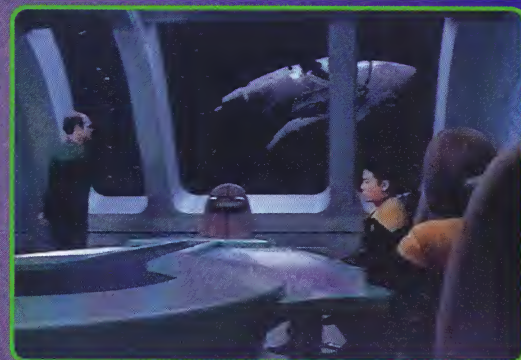
Constructed from a pitted and patchy dark-gray material, the ship's outer shell protects a series of systems within the exoskeleton of the vessel. The upper section of the main hull consists of a double-sectioned area that curves downward to connect to a longer tapering tail unit, forming the stern. Directly beneath these sections are a number of smaller curving units that form the port and starboard sides of the ship, with the underside consisting of three sturdy tapered 'legs' that are locked in a tripod configuration beneath the main hull. The greatest amount of plating is found on the upper section of the hull and on its sides, with the underside of the ship virtually open to space, revealing a complex array of systems.

It is unclear where the main propulsion system is housed, but scans reveal the ship

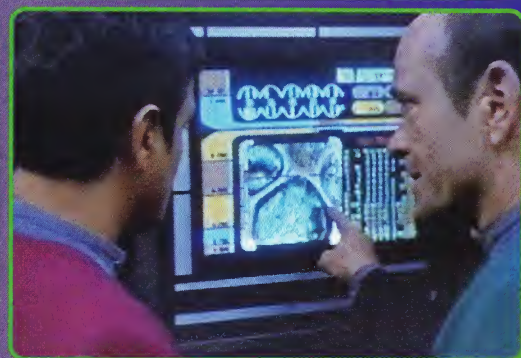
to be warp-capable, although it does not use any recognizable **nacelle** configuration. The smoothly curved upper section features a power source between the rear of the main hull and stern section that glows purple when active; further evidence of power within the ship is seen at the bow, among the large antenna array that forms its leading edge. Directly beneath the stern section is a smaller curved unit with a light-blue glowing exhaust port that may signify its main engines. There are further antennas facing aft, between the lower hull elements that are also still active, despite the damage the vessel has sustained.

Computer interaction

The internal computer systems of the *Flea ship* are compatible with Starfleet protocols, and while *Voyager's* **EMH** is able to access data from the onboard alien physician, there is no indication of treatment for the hallucinogenic state undergone by **Commander Chakotay** during the communication efforts of the chaotic space life forms. **Captain Kathryn Janeway** hypothesizes that the captain of the ship at first attempted to find a way out of chaotic space, but then held position in an attempt to collate more information about his predicament. Eventually the ship's systems were compromised and the entire crew die of exposure after severe sheer stresses damaged the exterior hull. The captain was able to record a final audio log entry, and while his words suggest that Chakotay is not suffering from a delusional

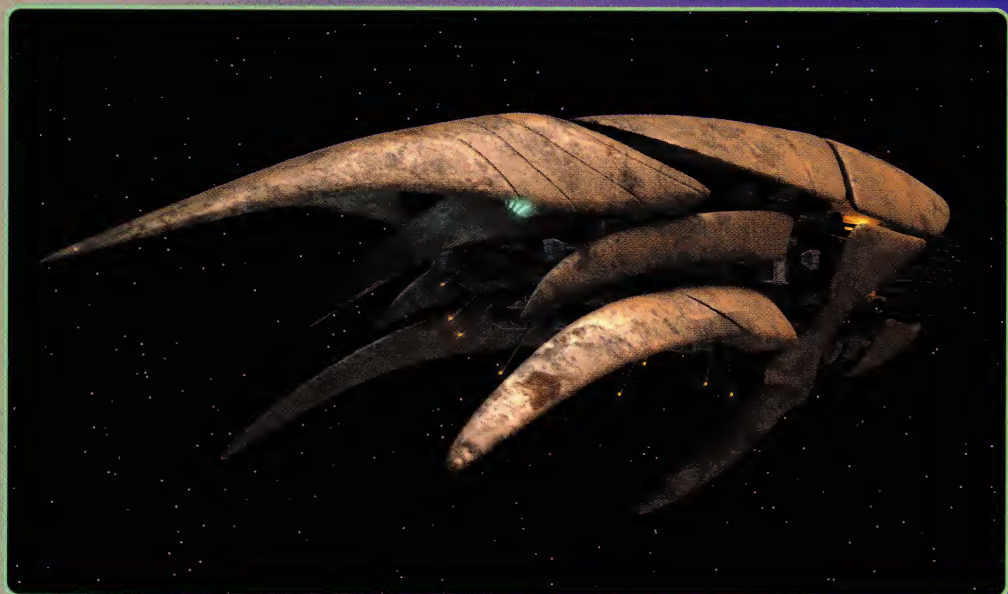


The derelict vessel is clearly visible from the *U.S.S. VOYAGER NCC-74656*'s briefing room during a senior staff meeting.



The Doctor is able to download a substantial amount of medical data from the damaged vessel's computer systems.

state, it takes a postmortem of the creature's remains to help the EMH formulate a treatment and eventually help Chakotay communicate with the chaotic space creatures. It is unfortunate that the crew of the doomed ship are unable to receive the same instructions, as it is likely that the sophistication of their ship would allow them to recalibrate their deflectors and route it through their enhanced sensor array in order to map a course out of the region, and back to the home they so desperately tried to reach.



The **FLEA SHIP** is of a uniquely alien design that appears to be quite organic. It is unlike any other starship thus far encountered by the crew of the *U.S.S. VOYAGER NCC-74656* during their long journey through the Delta Quadrant.

Flea Ship

The appearance of the *Flea ship* is unlike that of anything ever encountered by the crew of the *U.S.S. Voyager NCC-74656*.

No windows or viewports are discernible on the vessel's exterior.

DORSAL VIEW

A red illumination indicates that the vessel is active.

The exterior of the *FLEA SHIP* is constructed from a gray alloy, which consists of various tones. Its appearance has degraded during the vessel's time in chaotic space.

The hull of the *FLEA SHIP* is made up of several large, curvaceous panels.

A yellow illumination is visible from the front of the vessel, along with an array of protruding antennas.

The vessel's hull curves gently into a tripod arrangement.

Several long, thin antennas can be seen projecting from the underside of the vessel.

The hull plates of the starship do not cover the interior entirely, and numerous unprotected components can be seen underneath.

FORE VIEW

STARBOARD VIEW



▶ The *U.S.S. VOYAGER NCC-74656* locates the *FLEA SHIP* in chaotic space. The crew, however, are unable to determine the vessel's origins.

FLEA SHIP

First recorded: 2375

Type: Unknown

Remarks:

The *Flea ship* is an unknown derelict that is discovered adrift within the subspace realm known as **chaotic space**.

FILE 44 NON-STARFLEET HUMANS

Captain Merrick

Light years from Earth on the remarkable Planet 892-IV, Captain Merrick reinvents himself as Merikus, the First Citizen of a society in which he can forget the failures of his past.

Captain Merrick is tall, fair haired, and in his early 40's. As a boy, he dreamed of joining **Starfleet** and becoming a starship captain, but he dropped out of **Starfleet Academy** in his fifth year, after a split second of indecision caused him to fail a **psycho-stimulator** test. Instead, Merrick turns to a career in the merchant fleet. He eventually captains his own **Class-4 survey vessel**, the **S.S. Beagle**, with a crew of 47.

Traveling through **Star System 892** in 2261, the **Beagle** is damaged in a meteor storm. Fortunately, propulsion is still operational and Merrick heads for the fourth planet of the system, hoping to find radium ore for repairs. He leads a landing party to **Planet 892-IV**, which is home to a militaristic society that is culturally similar to the

ancient Roman Empire on Earth, but at a technological level more equivalent to Earth's mid-to-late 20th century. Merrick and his party are detained, and he is taken to the planet's ruler, **Proconsul Claudius Marcus**.

First contact

Merrick explains to the proconsul that he merely wishes to obtain ore to repair his ship and leave, but the empire that Claudius Marcus leads has maintained its strength through a combination of brutal oppression and xenophobia. It has avoided war for over 400 years, and the proconsul believes that if Merrick carried word of the planet's existence elsewhere, other visitors may arrive to contaminate its stability, by bringing with them "dangerous ideas of other ways and other places."

REMINDER OF OLD EARTH



★ Lost ambition

Merrick once hoped to be a **Starfleet** captain like **James T. Kirk**, but failed.

★ Confrontation

The selfish Merrick justifies his actions as being the survival of the fittest.

PROFILE ON CAPTAIN MERRICK

NAME: Merrick

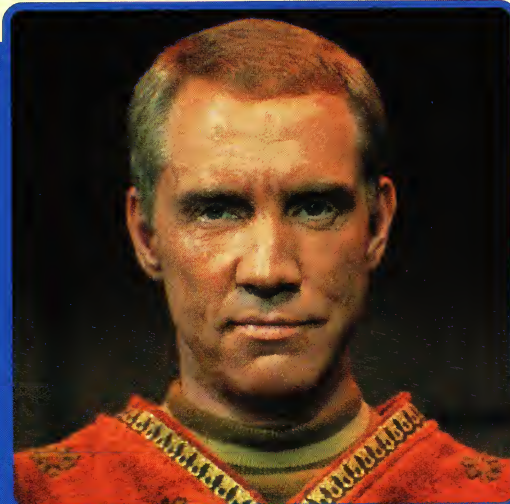
LIFE FORM: Human male

STATUS: First Citizen, a prominent position in the Roman Empire-style civilization of Planet 892-IV.

STATUS: Captain of the civilian trade vessel **S.S. Beagle**.

REMARKS: Merrick has thrown away the moral code of the Federation for his own gain.

FIRST SEEN: "Bread and Circuses" [TOS]



▲ Captain Merrick recovers from the loss of his starship in a remote system to rise to a position of prominence in the cruel culture of Planet 892-IV. He has little regard for the wellbeing of his former crew.

Fully functional, with its Starfleet-trained captain at the helm, the **Beagle** might have been able to offer more effective resistance, but Captain Merrick soon realizes there is nothing he can do. A reconnaissance party from the **Beagle** arrives to look for him, then a rescue team, followed by another. All of the landing parties are captured and Merrick is compelled to order the remainder of his crew down to the planet. Those who are able to adjust to the fact that they

must leave behind their family and friends forever are allowed to make a new home for themselves on 892-IV. Those who resist are forced to participate in televised gladiatorial contests, wielding swords, shields, and nets, like the Roman gladiators of old.

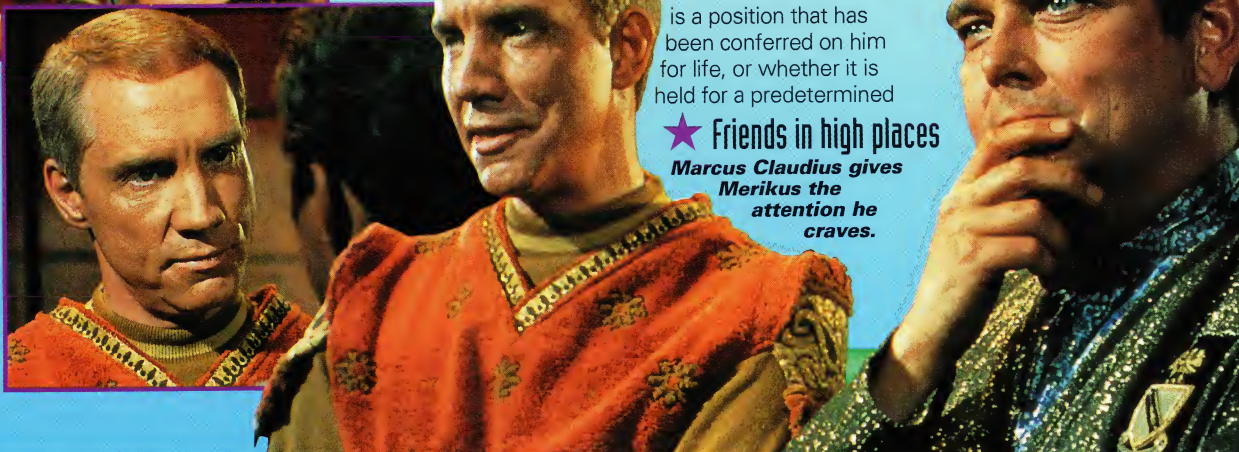
Adapting to a new life

Merrick has the deaths of many former crewmates on his conscience for the rest of his days, but he comes to find that obedience can be rewarded. Some six years later, he holds the title of **First Citizen**, overseer of the games. It is unclear whether this is a position that has been conferred on him for life, or whether it is held for a predetermined

term. Neither is it known whether he was elected to this position, or appointed by the proconsul. As First Citizen, Merrick has some authority over the armor-clad, machine gun-wielding guards, but in all things must still defer to Claudius Marcus. As befits the importance of his role, Merrick wears a gold-colored undershirt over a sleeveless orange V-necked tunic with epaulets, gold

★ Friends in high places

Marcus Claudius gives Merikus the attention he craves.



OTHER CARDS IN THIS FILE...

- 2 KHAN NOONIEN SINGH
9 DR. ROGER KORB

SEE OTHER FILES...

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Captain Merrick



★ Sacrifice

At first, Merrick is happy to see Kirk and his men die in the arena – the fate that befell his own crew.

★ Watch your back

Proconsul Marcus Claudius stabs Merikus in the back for his treachery.

★ Headed for death

Kirk and his men are surrounded by guards and slated for death, but their spirit seems to stir up the goodness in Merrick's soul.

floral patterning, and gold trim at the neck. Under this, he wears gray pants.

'Merikus', as Merrick comes to be known, may think he has put the **Federation** behind him forever, but his past comes back to haunt him. On **Stardate 4040**, wreckage from the *S.S. Beagle* is found by the **U.S.S. Enterprise NCC-1701**. Captain **James T. Kirk**, along with **Mr. Spock** and **Dr. McCoy**, beams down to planet 892-IV to look for evidence of survivors. They encounter a group of dissidents, who know of and revile Merikus; Kirk explains that Merrick has broken his society's rules, and will be taken away and punished.

Kirk, Spock, and McCoy are captured by the proconsul's guards and jailed, however. They manage to escape from their cell only to come face-to-face with Merikus Claudius Marcus.



he would feel it less keenly with Kirk's crew, but he is not as unmoved as he expected to be. Watching the bravery of the Starfleet officers reminds him why he once wanted to be one of them.

The worm turns

Spock and McCoy survive, and Merrick cautions the proconsul that Kirk commands not just a spaceship, but "a very special vessel and crew." He tries to impress on the proconsul the respect Kirk's men deserve by reminding him that "I tried for such a command." With timely assistance from the *Enterprise* in orbit, Kirk escapes his own

"Those who couldn't adapt are dead. That's the way it is with life everywhere, isn't it?"

— Captain Merrick



★ Last act

Merrick is badly wounded by Marcus Claudius's dagger, but he still manages to pass the communicator to Kirk in time for the Starfleet officer and his friends to make their getaway.

execution and frees Spock and McCoy, but they are cornered by guards, who draw swords and move in for the kill. Humiliated by the proconsul's suggestion that he should watch and see how real men die, Merikus activates a communicator and tells the starship

to lock onto his signal. Claudius Marcus stabs him in the back, but Merrick throws the communicator to Kirk before he dies. Perhaps in the end he realized he could never put right all the mistakes he had made, but he tried the best he could, and died a hero.

Longing for the old days

The appearance of these strangers reminds Merikus of what he has abandoned for his new life. As the captives are taken to a chamber, he remarks that it is a pity McCoy cannot be let loose in the hospitals, as the level of medicine would improve immeasurably.

Kirk presses Merrick to explain himself, but the First Citizen justifies his actions in terms of the philosophy of the world to which he now gives his allegiance. He goes on to say that, just as he eventually brought all his crew down to the planet, so must Kirk.

He tells Kirk that the captain will have to watch Spock and McCoy die fighting gladiators in the arena. As the two clashes progress, Merikus begins to show some remorse over his actions. He observes that most of his men went the same way; he hoped

HOME FROM HOME

Fitting in

Soon after his arrival on Planet 892-IV, Captain Merrick does what anthropologists call "going native;" he fully integrates himself into the society and culture of his new world, and as good as forgets the life he led as a Federation citizen. The lure of his new life is easy to understand; in the Federation, Merrick was a failure with little social standing, a man who dreamed of sitting in the captain's chair of a Starfleet vessel, but had to settle for a lowly civilian freighter. On Planet 892-IV, on the other hand, he is a celebrity, a man who controls one of the most popular forms of entertainment, has the ear of high-ranking government officials, and lives a life of luxury and leisure.

TV games

Many of the gladiatorial contests that Merikus oversees are televised and broadcast by the Empire TV network. The high ratings ensure that Merikus retains a high position in the society.

Cover stars

The popularity of the contests is evident in the magazines read by many members of Planet 892-IV's society. Champions become celebrities, and often appear on magazine covers.



Lt. Jenna D'Sora

Lt. Jenna D'Sora enjoys a close friendship with Lt. Commander Data aboard the *U.S.S. Enterprise NCC-1701-D*. The pretty lieutenant helps the android jump another hurdle in his quest to understand humanity when their relationship stretches beyond the platonic in 2367.

The crew of the *U.S.S. Enterprise NCC-1701-D* is among the finest **Starfleet** has to offer. Each and every officer is skilled at their job and eager to do it well, but this does not stop some of them from making poor choices in their personal lives. One such example of this is the petite and sweet-natured **Lt. Jenna D'Sora**. During the late 2360's, she serves under the **Klingon Lt. Worf** in the security division, though she is occasionally seconded to other duties. These include modifying **photon torpedo** casings during an experiment in late 2367 to illuminate the interior of the **Mar Oscura** dark matter nebula as part of an exploratory mission.

Boyfriend troubles

The blonde-haired lieutenant is diligent in her duties; her superior officers note that she is competent and highly motivated, with Worf in particular being quite protective of her. She

is somewhat lacking in her understanding of the theory underlying the **dilithium matrix** application, but this does not appear to interfere with her more technical assignments.

In her personal life, D'Sora is unlucky in love. She has a history of choosing the wrong men, who cannot give her what she needs. She is a quiet and unassuming person, and obviously a romantic; she desires a partner who will respond to her, make sufficient time for her, and simply do the "little things." She likes to feel wanted.

Fond memories

D'Sora's need may in some way have been formed by the death of her father when she was very young. She recalls her childhood fondly; she enjoyed fireworks as a little girl, and sometimes in the summer she, her mother, and her little brother would embark on cook-outs. They really enjoyed being together as a family.

In 2367, D'Sora ends a

relationship with a fellow crew member named **Jeff Arton**. Jeff resists moving on, however, and continues to ask Jenna out to dinner when they meet in communal places such as the **turbolift**. She remains attracted to him, but asks her friend **Lt. Commander Data** to furnish her with a list of reasons why she left Arton should she weaken, even down to details such as disliking the sound he made when he ate soup. Data typically takes this literally, and he studies their intimate relations in his quest to emulate humanity.

During this trying time, as she and Data work together on

PROFILE ON D'SORA

NAME: Jenna D'Sora

LIFE FORM: Human female

STATUS: Security officer, *U.S.S. Enterprise NCC-1701-D*

RANK: Lieutenant

FAMILY: D'Sora is very close to her family, though her father died when she was young.

FIRST SEEN: "In Theory" [TNG]



▲ *Lt. Jenna D'Sora is a versatile officer who always carries out her duties competently. She is far less successful in her private life, however, and her quest for love seems to continually deliver her into the arms of unsuitable lovers.*



★ Musical moments

D'Sora and Data share an interest in music, and perform together in a woodwind quartet.

★ Together

D'Sora enjoys being close to the strong, supportive Data.

SOMEONE TO TALK TO

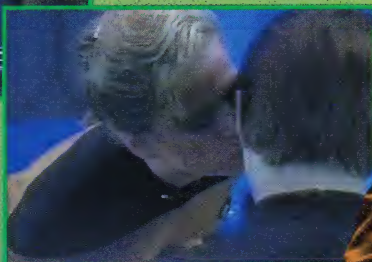
★ Confession

D'Sora finds it easy to talk to Data about the reasons she has split up with Jeff Arton.



★ Helping hand

D'Sora decides that Data looks as if he needs a kiss, and initiates a romance with him. Data is intrigued, and decides to reciprocate her interest.



OTHER CARDS IN THIS FILE...

29 DATA: STARFLEET CAREER

SEE OTHER FILES...

U.S.S. ENTERPRISE

NCC-1701-DFile 25

STAR TREK: THE

NEXT GENERATIONFile 69

Lt. Jenna D'Sora



★ Colleagues

D'Sora and Data both wear the yellow uniforms of the Operations division, and often work together.

★ By the book

Data brings D'Sora flowers, as suggested by his romantic subroutines.

★ Gift in return

On a later date, D'Sora brings Data a Tyrinean blade carving to display in his quarters.



a torpedo modification project, D'Sora realizes that she is attracted to the gentle android. At first she simply wonders why she cannot fall for someone "perfect" like him. She wishes she could go back to the happy times she remembers from her childhood, indicating that she may not be completely happy with the life she has made for herself in Starfleet.

Perfect partners

Jenna initially believes that she has found the perfect 'man' in Data. They certainly have a strong friendship on which to build. They play together in music recitals in **Ten-Forward**, during which Data takes time to encourage her when she feels that her tempo is off and she is rushing through the piece. He even gives her private lessons. The android is supportive, and willingly spends time with D'Sora when she is lonely. She in turn feels that no man has ever been kinder to her. Additionally, she finds Data very handsome.

D'Sora makes the first move in initiating a romantic relationship with the android, kissing Data full on the lips at the end of a duty shift. She does so even though she knows that she is running the risk of being hurt again, whereas he



cannot be; to her mind, the chance is worth taking. Data responds to her advance by writing a subroutine specifically for her – an admission that flatters his new girlfriend.

D'Sora finds much about Data endearing, particularly his unwitting observations on such things as the cleanliness of her quarters. She is easily won over by the traditional forms of romance he employs, such as bringing her flowers and paying her compliments; she obviously enjoys and appreciates the attention. She is less amused, however, to learn that Data has talked to a number of people aboard the *Enterprise* about their embryonic relationship.

Finally facing the truth

Their romance is, unfortunately, short-lived. Jenna quickly comes to realize that an android completely unversed in the practicalities of a relationship is not the quick fix for which she hoped. She finds she has to educate Data in some of the finer points of romance, and even quotes the imaginary 'Book of Love', chapter four, paragraph 17: 'when your girlfriend arrives with a gift, stop what you are doing and give her your undivided attention.' The gift in question is a **Tyrinean blade carving** for Data's quarters, to help redress their spartan nature.

Jenna does not react well to the android's forced attempts at being solicitous; nor does she appreciate



★ Odd behavior

D'Sora begins to become irritated by how Data thinks a boyfriend should act, such as insisting she put up her feet.

his offer to reorganize her wardrobe for her. She certainly does not enjoy his attempt to bring on a romantic reconciliation by beginning a lovers' quarrel and accusing her of having "the problem" in the relationship.

Ditching Data

The situation becomes increasingly awkward as D'Sora once again finds herself in a relationship where the attentions of her partner are not focused sufficiently upon her. Data frankly admits to the many processes vying for attention in his positronic brain at any one time, and it all begins to sound too familiar to Jenna. She finally understands that people blindly make the same mistake again and again – in her case, leaving a relationship with an unemotional man and leaping straight into the arms of another

★ Goodbye

D'Sora comes to realize that data is not the answer to her boyfriend troubles, and ends their romance.



"Lt. D'Sora just gave me what could be considered a very passionate kiss in the torpedo bay"

— A rather surprised Data

unemotional individual. She felt that Data's kindness and attention would be enough, but in the end it is another relationship she must end for her own good.

It is uncertain if Jenna is ever able to recapture the friendship she shared with Data, but she at least walks away from another failed relationship with a greater knowledge of herself.

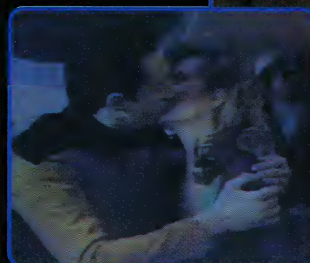
A STUDY IN LOVE

Romantic encounters

Jenna D'Sora clearly sees Data as a person in his own right rather than a piece of machinery, and it does not seem to worry her that he is not programmed to feel emotion. Data treats his time with D'Sora as another in a long line of experiments that he hopes will help him to better understand the nature of humanity, and readily admits that he has no feelings to be hurt when she decides to call off their relationship.

▶ Dressed up

D'Sora dresses in attractive clothes and wears make up for Data, just as she would if she were dating a flesh-and-blood partner.



◀ Fully functional

Data can simulate all the actions needed to carry out a romance, but Jenna finds his attentions somewhat stilted and artificial, as though he is acting out a part in a play.

Ensign Lindsay Ballard

U.S.S. Voyager NCC-74656 crew member Lindsay Ballard returns from the dead, courtesy of an alien race known as the **Kobali**, but the amicable ensign finds that her new existence and her old life are not easy to reconcile.

OTHER CARDS IN THIS FILE...

68 LT. CAREY
69 LON SUDER
87 THE DELANEY SISTERS
89 TESSA OMOND

SEE OTHER FILES...

STAR TREK: VOYAGER.....File 71

Ensign Lindsay Ballard is a bright, forthright, and capable young officer, in the best **Starfleet** tradition. Her strength of character and ability to adapt are soundly tested over a two-and-a-half year period in which she dies and is thrust into a new life before attempting to return 'home' to the **U.S.S. Voyager NCC-74656**.

The young Lindsay, daughter of a university professor, made her way through **Starfleet Academy** fueled by peanut-butter-and-jelly sandwiches and a positive outlook. She lived life according to a saying derived from the **Klingon** battle cry meaning "to attack each day."

Ballard enjoyed a close friendship with then-cadet **Harry Kim**, and admired his clarinet playing. Lindsay was unaware that Harry had fallen for her, and that he let

her teach him to ice-skate, and even rearranged his class schedule, all in order to spend more time with her. Harry eventually abandoned plans to pursue a relationship when both he and Lindsay were assigned to *Voyager* on its first mission.

Friends together

Harry's presence, and regular doses of **Jiballian berry salad**, proved a comfort in the new environment; Ballard even found herself roomed across the corridor from Harry. Her quarters were in a constant state of happy disarray, prompting Harry to wittily request a **baryon sweep** to prevent the germs migrating.

Lindsay was a valued crew member in Main Engineering, though her consistent failure to turn up for duty shifts on time was noted. Her specific skills led to her being chosen for an away mission with Harry on

PROFILE ON LINDSAY BALLARD

NAME: Lindsay Ballard

LIFE FORM: Human female

DECEASED: Stardate 51563. Ballard was struck by an **Hirogen** neural disruptor after she and Harry Kim were ambushed. She was buried in space

REMARKS: Ensign Lindsay Ballard is resurrected by a Delta Quadrant race known as the **Kobali**, who procreate by reanimating deceased aliens.

FIRST SEEN: 'Ashes to Ashes' [VOY]



▲ Ensign Lindsay Ballard returns to the **U.S.S. VOYAGER NCC-74656** intending to resume her past life, but finds this incredibly difficult to achieve.

Stardate 51563: the recovery of **dilithium ore** from a **Class-M** planet in the **Vyntadi Expanse**. The pair discovered that the dilithium readings were false – a trap set up by an **Hirogen** hunting party. They attempted to escape to their shuttlecraft, but Lindsay was hit by a **neural disruptor** at the last moment. Harry attempted to comfort her by telling her that her injury was not so bad, but Lindsay Ballard died on the journey back to *Voyager*.

She was buried in space. Her personal effects were

placed in storage, and her former crewmates gathered to mourn her passing. Harry delivered the eulogy at the funeral service, stressing that his friend would have wanted the crew to attack that sad day, in accordance with her personal philosophy.

Lindsay's body drifted for weeks, until a race known as the **Kobali** retrieved

★ Alien appearance

Lindsay Ballard's **Kobali** appearance is distinctive and quite beautiful. Her body is devoid of hair, and is instead covered in a unique mottled pattern. Gentle ridges grace her forehead.

RETURNING HOME

★ First Sight

The crew of the **U.S.S. VOYAGER NCC-74656** are initially wary of Lindsay Ballard's claims.



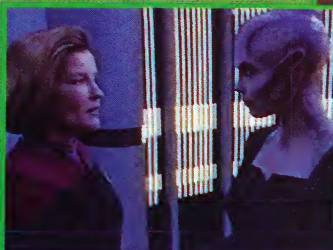
★ The truth revealed

The Doctor's scans reveal Ballard to be who she claims she is, despite the **Kobali** physiology that she now carries.



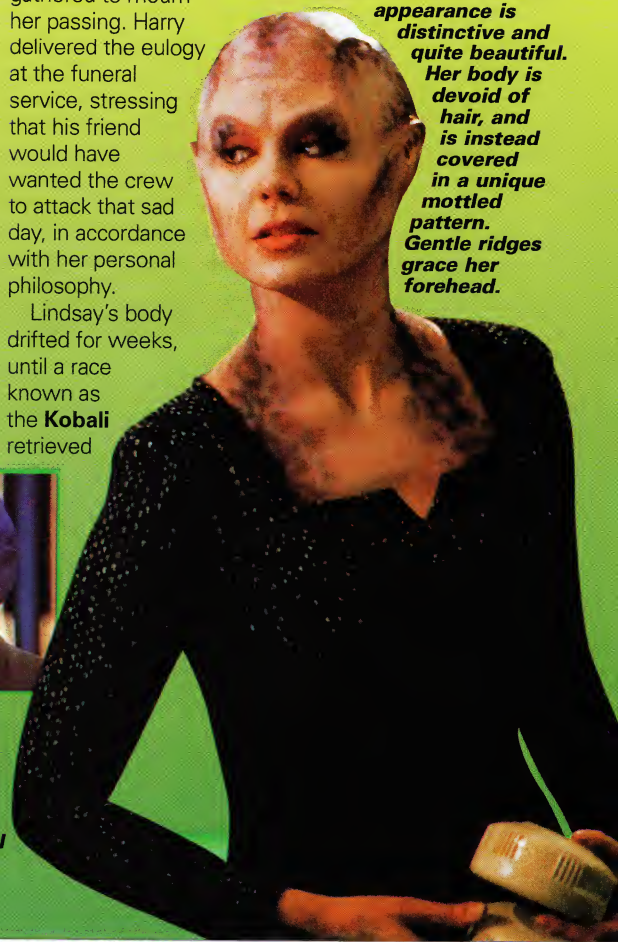
★ Warm welcome

Captain Kathryn Janeway welcomes Lindsay Ballard's return, and allows her to resume her **Starfleet** duties.



★ Reunited

Harry Kim is especially pleased at Lindsay Ballard's resurrection, and is eager for her 'life' to return to normal as quickly as possible.



Ensign Lindsay Ballard

"I said you always believed in attacking each day, possessing it — and that that was what made you so much fun to be with."

— Harry Kim tells Ensign Ballard about the eulogy he delivered for her



★ Renewing a friendship

Lindsay Ballard and Harry Kim were very close, and they eagerly renew their friendship.



★ New skills

Ensign Ballard dazzles Lt. B'Elanna Torres with her skills in VOYAGER's Main Engineering.



★ Fresh appearance

The Doctor is initially able to return Ballard's physical appearance to that of a human.

her casket. Salvaging the dead is their method of procreation, and the ensign 'awoke' in a stasis chamber to find that her corpse had been reanimated using advanced technology. The process even altered her appearance to resemble a Kobali female.

It was the start of an amazing journey for Lindsay, comprising revelation and nightmare in equal parts. The Kobali spent months altering her DNA following the reanimation process, and she was then placed with a family to acclimatize, and given a Kobali name: **Jhet'leya**. Lindsay was desperate to return to her former life, or just let *Voyager* know she was safe, but to the Kobali the past life — the **kyn'steya** — is something to be forgotten. She spent a full two years with her adopted race, letting her new family think she had accepted them, but when the opportunity presented itself, she stole a shuttle and followed in *Voyager's* path.

There were many times during her six-month flight from the Kobali that Lindsay felt like giving up, but her natural determination and thoughts of being with her friend Harry once again drove her onward. She evades pursuing vessels and finally makes contact with her former starship in mid-2376. A medical scan and Lindsay's candid, harrowing tale of what occurred convince **Captain Kathryn Janeway** of the veracity of her

returned crew member, while Harry's gut feeling tells him that this is his old friend. The transition is harder for Lindsay herself: she renews her acquaintance with old friends, returns to duty, and picks up the pieces of her former life — but she has been irrevocably transformed by her experience.

Advance preparation

The ensign embarks on a list of things she mentally prepared for her return to *Voyager*, including: eating another Jiballian berry salad; showing up for duty shifts on time; dazzling her superior officer, **Lt. B'Elanna Torres**, with her work; listening to Harry play music again; and making the usually impassive **Vulcan Lt. Commander Tuvok** laugh. She also attempts to take a humorous approach to her experience at the hands of the Kobali, telling Harry to have some respect for the dead and joking that her new bald scalp means she will not need to use a hairbrush again.

The ensign is left with many reminders of her Kobali assimilation, however, ranging from a slight metallic taste when she eats to unwittingly speaking in the Kobali tongue during times of stress. She cannot remember great chunks of her previous life, and suffers nightmares about not being welcome back on *Voyager*.

The defining moment comes when Lindsay's Kobali father, **Qret**, tracks her down. She tries to remain resolute that she has returned home, but her father's pleading raises doubt in her mind, even as mention of her Kobali sister, **Tynsia**, brings a smile to her face. Lindsay realizes that where she first thought *Voyager* had changed, she now knows it is her. The more she tries to deny

it, the more she feels like a ghost.

Ballard makes the courageous decision to return to her Kobali life, as much for herself as to save *Voyager* from attack. She affectionately says farewell to her former family — particularly Harry, who finally musters the courage to reveal his romantic feelings toward her — and embraces her new family. She may not have got the chance to complete everything on her list, but she took care of what really mattered — and she finally got the chance to say goodbye.



★ Dining with the captain

Captain Janeway invites Lindsay Ballard to dinner as part of her welcome back to VOYAGER.



★ Bad dreams

Ballard suffers from awful dreams in which the crew of VOYAGER turn against her.



★ Back on duty

Ballard quickly resumes her place aboard VOYAGER, despite her fears about her future.



★ Second farewell

Ballard kisses Harry Kim goodbye after she elects to return to her Kobali family.

FOREVER ALTERED

Skin deep

The genetic pathogen used by the Kobali converts most of Lindsay's human DNA into a genetic protein structure. There is not enough of her original DNA left to make her human again, but *Voyager's* Emergency Medical Hologram is able to use an inaprovaline compound to alter her appearance to at least resemble her former self. Lindsay is initially very pleased with the results of this process, and even departs from her original hair color to be a little daring. The pathogen adapts in time to counteract the treatments, however, meaning that she would need treatments twice a day for the rest of her life and may still suffer occasional relapses. Lindsay believes that if she stops the treatments she will not be herself anymore — and this ultimately pushes her toward the decision to return to the Kobali.

▶ Human again

Ensign Lindsay Ballard is overjoyed with the Doctor's attempts to alter her appearance, removing all apparent traces of Kobali manipulation.



◀ Relapse

The Doctor's treatment ultimately fails, and the alien pathogen begins to reassert her Kobali features.



Changeling Morphing Equipment

The Changelings of the **Gamma Quadrant** possess remarkable shapeshifting abilities that allow them to mimic the form of any plant, animal, or inanimate object. This ability is a learned skill rather than a natural instinct, however, and as **Odo** learns after meeting his people for the first time, practice makes perfect.

It may come as a surprise to many people to know that although the Changelings of the **Gamma Quadrant** are born with the ability to shapeshift, they have no innate skill. A human infant is born with the requisite organs and mental capacity for speech, but must be taught language before it can communicate; in the same way, an infant Changeling must learn to understand and mimic the form of other objects if it is to make the most of its incredible abilities. The young being needs outside stimulation in order to begin its exploration of its abilities; without

prodding, a Changeling will simply remain in its natural state – a viscous orange-brown liquid that must be kept in a solid container. On the **Founders'** homeworld, a plethora of materials is readily available to encourage and teach young Changelings how to take on the forms of various objects, plants, and animals, but those who are estranged from their people at an early age face a difficult path.

Open-air classroom

A 'newly formed' Changeling on the **Founders'** homeworld is encouraged to spend much of its time in an area referred to as the

arboretum, among plants, rocks, and elaborate sculptures. The Changelings believe that "to assume [an object's] form is to begin to understand its existence," and long hours will be spent in the form of a bush or a rock, truly being that object. **Odo** is fascinated by the arboretum on his first visit to his people's homeworld, and spends much of his time exploring the opportunities it offers, taking the form of a beautiful water fountain and an **Arbazon vulture**, among others.

Odo's formal education has come very late, however. He was first discovered in the **Denorios**

Belt in 2356, and handed over to **Dr. Mora Pol** at the **Bajoran Institute for Science**. Dr. Mora had little clue as to Odo's level of intelligence or ability to change shape until the strange liquid duplicated the shape of the container in which it was stored – a **Krokan petri dish**. From there on, Odo's training was far from ideal; he was often subjected to electric shocks to 'encourage' him to assume certain shapes, but he did learn a high degree of control over his abilities. He never quite learned enough to mimic the Bajorans around him perfectly, however, and he still has trouble reproducing the



◀ **Odo hones his shapeshifting abilities by mimicking the materials, shapes, and surface textures of large sculptures he keeps in his quarters.**

▶ **Most Changelings learn to use their abilities in the same way as a human infant learns to talk – by imitating the adults around it. Odo's isolated upbringing deprived him of this.**

▶ **Odo finds the Founders' arboretum to be a fascinating place. Changelings mimic the plants and objects they find here, and in this way come to understand them.**



▶ **Changelings who enter the sentient lake known as the Great Link can read one another's thoughts, giving individuals a greater understanding of their nature.**

Changeling Morphing Equipment

characteristic ridged Bajoran nose.

In general, Odo has learned to shapeshift by trial and error; he sees an object and copies it. Following his first meeting with his people, and the increased awareness of his natural abilities that comes with it, he furnishes his room with a number of obscure and challenging objects of various shapes, materials, and sizes. He can use these as templates to copy, enhancing his morphing abilities and helping him to explore what it truly means to be a shapeshifter. The objects Odo uses are situated in very specific areas within his rooms, and he is very particular about their positions; he is most upset when **Jadzia Dax** rearranges them.

On entering the main room, the majority of the floor in the living area is occupied by two shaped sculptures of unequal sizes but identical shapes, consisting of four bowed struts descending from a connecting dome at the curve's apex. The struts are made of a polished bronze material, and have flat sides and a raised lip. The smaller version of this structure is very close to the larger one, with the legs positioned within the circumference of the larger version. Both have intricate silver and gold chains running around the structure to give a contrast in both color and material composition.

Choosing diversity

The objects Odo chooses to aid his practice appear to be much greater in mass than himself, and often have surface textures that are completely different to the humanoid skin he usually presents. The representation of angled forms is catered for by a series of bronze-colored rectangles and squares that

form a two-meter-high freestanding sculpture, allowing Odo to attempt the imitation of reflective surfaces and sharp angles. A number of smaller pieces that resemble exotic vases are positioned on a low table, allowing the Changeling to reduce his mass and copy objects that are far smaller than himself. He also attempts to produce a translucent effect by mimicking objects such as an angled tubular glass ornament assembled with the vases. On many occasions, Odo has used the ability to reduce his overall size to further his own investigations, a very practical application in his day-to-day life.

Far from perfection

One of the biggest problems Odo has in shapeshifting often occurs with natural textures and colors, such as the representation of a humanoid face. The only occasion he actually gets a Bajoran nose correct is when he joins with the memories of **Curzon Dax**, whose psychological presence improves his skill temporarily. In order to continually refine the copying of natural objects, Odo has a number of very organic-looking objects that he attempts to copy with varying degrees of success. The more challenging pieces include an oval coral-like object that has a highly polished exterior but a more complex interior. A piece of wood bark, complete with highly intricate gnarls and curls, requires Odo to stretch his talents for color reproduction and natural surface texture to the limit. Copying these more complex pieces often reduces the time for which Odo can actually retain their highly detailed shapes, but he knows that the more he practices, the more skilled he will become.



▶ A **electrolized petri dish** can be used literally to shock the **sentient liquid** into changing its shape. The method is harsh but effective.



▶ An **untrained infant** Changeling will remain in its **natural state of viscous liquidity** until provoked.



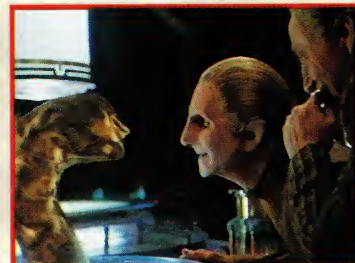
▶ Odo initially favors a softer approach with an infant Changeling in his care, and tries to talk to the creature.



▶ Eventually, Odo and Mora have to resort to gentle shocks; the goo moves into the unaffected area of the petri dish.



▶ Odo also tries to get the infant to respond to its own image in a mirror, but the gentle approach yields few results.



▶ As the infant's skills increase, it tries to mimic Odo's features, as Odo once mimicked those of Dr. Mora.

FIRE AND ICE

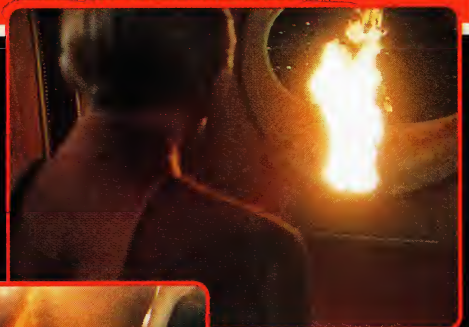
A lesson from Laas

Odo learns of new ways to practice his skill when he meets Laas, a fellow Changeling who has been raised among solids. Laas opens Odo's eyes to the possibility of changing into different states as well as different objects, such as mist, fire, and vapor. As with so many shapeshifting skills, Odo has had the ability to make these changes all along, but had not thought to try before he saw another Changeling at work.

▶ Laas causes chaos on the Promenade when he turns into a white mist. The smoke is harmless, but annoys many of the station's residents.



▶ It would seem that a Changeling only needs to see an object to be able to take on its form or state. Laas turns into flame with simply a thought.



▶ Colonel Kira Nerys is able to share in Odo's newfound skills as the Changeling envelops his lover in the shimmering vapor into which he has transformed. Kira finds the experience deeply intimate and rewarding.



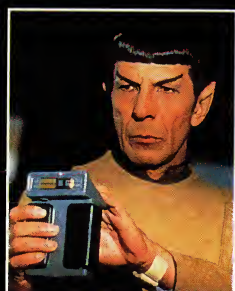
STAR TREK: THE MOTION PICTURE Index

Part 1 By the 2270's, the bright, primary colors used in the uniforms and on the bridge of the *U.S.S. Enterprise NCC-1701* throughout the 2260's have given way to more restrained neutral tones, that, together with a revised rank insignia provides *Starfleet* crews with a new and somewhat different appearance.

U.S.S. ENTERPRISE NCC-1701 CREW: 2271



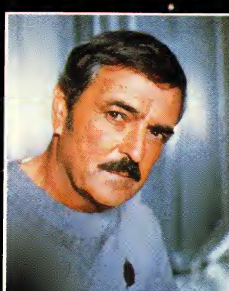
Admiral Kirk
File 43 Card 3



Captain Spock
File 43 Card 4



Dr. McCoy
File 43 Card 5



Commander Scott
File 43 Card 6



Lt. Sulu
File 43 Card 7



Lt. Chekov
File 43 Card 8



Lt. Uhura
File 43 Card 9



Dr. Chapel
File 43 Card 10



Chief Rand
File 43 Card 11



Commander Decker
File 43 Card 21



Lt. Ilia
File 43 Card 22



Commander Sonak
File 8 Card 9A

UNIFORMS & SPACESUITS: 2271

Starfleet Uniforms: 2271
File 61 Card 3



Starfleet Uniforms: 2271
File 61 Card 3A

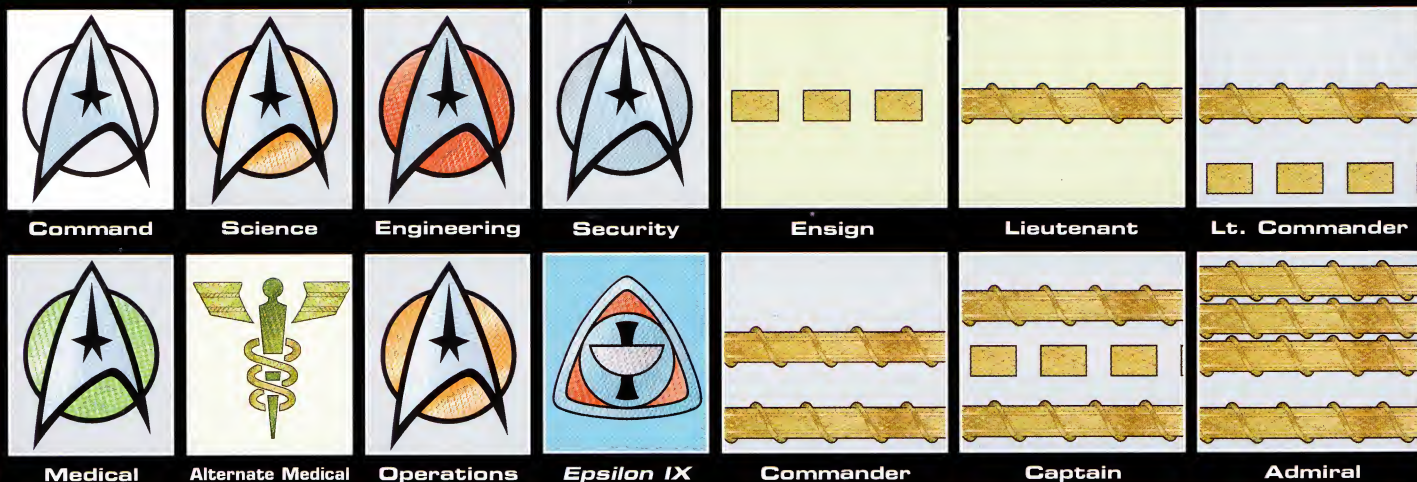


Spacesuits 2271
File 59 Card 15

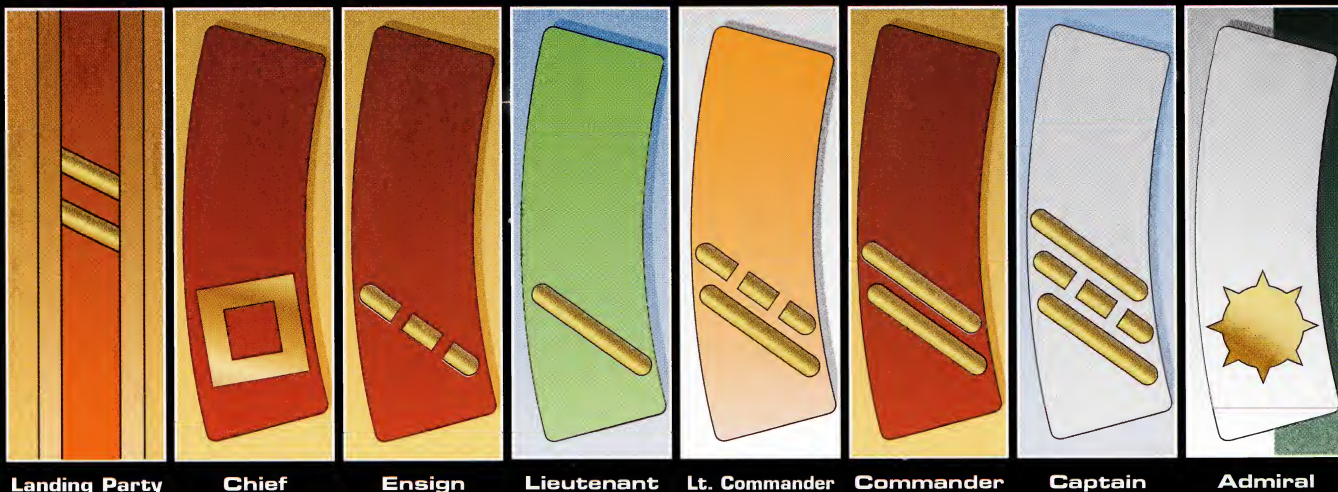


STAR TREK: THE MOTION PICTURE Index Part 1

STARFLEET INSIGNIA: 2271



Starfleet Uniform Rank Epaulets
File 61 Card 3C



STARFLEET HEADQUARTERS: 2271



United Federation of Planets
File 7

Starfleet Headquarters is located in San Francisco, overlooking the bay and Golden Gate bridge.



23rd-century Earth
File 7 Card 3A

The AIR TRAM network is frequented by civilians, in addition to the official personnel who may use it to travel to Starfleet Headquarters on matters of United Federation of Planets business.

Air Tram
File 30 Card 6

Starfleet Headquarters is accessible via a quick and efficient AIR TRAM network that can deliver personnel comfortably to numerous destinations across the surface of the planet Earth in the 23rd century.



STAR TREK: THE MOTION PICTURE FILES

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7 UNITED FEDERATION OF PLANETS

7 3A 23rd-CENTURY EARTH

SECTION 2: FEDERATION STARFLEET

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SECTION 4: PERSONNEL FILES

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43 4 SPOCK

43 5 MCCOY

43 6 SCOTTY

43 7 SULU

43 8 CHEKOV

43 9 UHURA

43 10 NURSE CHAPEL

43 11 JANICE RAND

43 21 DECKER

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SECTION 4: PERSONNEL FILES

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F

update

F-type star Classification of stars with light in the blue-to-white spectra. F-type stars are approximately six times brighter than Earth's sun. **Canopus** and a star in **Orellius Minor**, near **Deep Space Nine**, are both F-type. (Starship Log: 'Paradise' [DS9]) **SEE FILES 4, 18, 70**

FCA Commissioners Officeholders in the **Ferengi Commerce Authority**, the **Ferengi Alliance's** governing body. The FCA commissioners confirm or deny candidates for the position of **grand nagus**. (Starship Log: 'Profit and Lace' [DS9]) **SEE FILES 14, 51, 70**

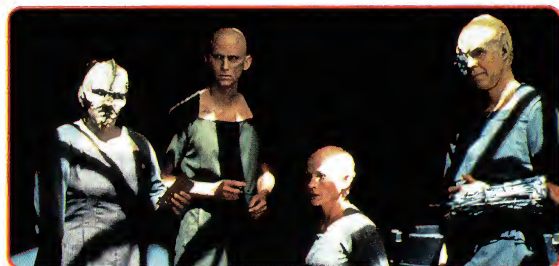
Fair Haven, Ireland Holographic 19th-century Irish village developed by **Tom Paris**. The quaint community and congenial populace provided a pleasant distraction to **U.S.S. Voyager NCC-74656's** crew. Fair Haven spanned two **holodecks** and operated continuously. (Starship Log: 'Fair Haven' [VOY]) **SEE FILES 29, 43, 71**

Fanalian tea Beverage traditionally created by infusing Fanalian tea leaves with boiling water. **Ezri Dax** ordered Fanalian tea, an option on **Deep Space Nine's** **replicator** menu, as a pick-me-up after a late night. (Starship Log: 'Field of Fire' [DS9]) **SEE FILE 70**

fare **Orion Syndicate** jargon referring to the sum due each month, upon pain of death, to one's superior in the Syndicate. The fare was calculated as a percentage of income. (Starship Log: 'Honor Among Thieves' [DS9]) **SEE FILES 18, 44, 70**

Farley, Ensign This **U.S.S. Voyager NCC-74656** crew member fell asleep during the **Doctor's** lecture on 'Insects Indigenous to the Delta Quadrant.' Farley's loud snoring prompted laughter in the audience, ending the presentation. (Starship Log: 'Memorial' [VOY]) **SEE FILES 29, 71**

Farn Humanoid species hostile toward the **Parein**. Plans to build a **New Cooperative**, a peaceful world composed of ex-Borg drones, ended when the ex-Borg Farn and ex-Borg Parein resumed fighting. (Starship Log: 'Unity' [VOY]) **SEE FILES 15, 71**



▲ The Cooperative's attempts to bring about a new era of peace on a Delta Quadrant world were constantly under threat from the actions of the Farn and Parein.



▲ The quaint Irish town of Fair Haven was created by Tom Paris, and enjoyed by the entire crew of the U.S.S. VOYAGER NCC-74656.

Farris, Commander Karen Member of

Starfleet Academy's elite **Red Squad**. Farris acted as **Tim Watters's** executive officer after a training mission turned tragic. Farris died during a battle with a **Dominion** ship. (Starship Log: 'Valiant' [DS9]) **SEE FILES 31, 70**

▶ **Commander Karen Farris served as first officer aboard the U.S.S. VALIANT NCC-74210 – a starship crewed by the elite cadets of Red Squad.**



Federation Council on Exobiology



United Federation of Planets oversight committee on the study of alien biologies. This authority had the power to prevent **Magnus** and **Erin Hansen** from studying the **Borg**, but decided not to block their research. (Starship Log: 'Dark Frontier' [VOY]) **SEE FILES 7, 19, 43, 44, 71**

▲ **Magnus and Erin Hansen's foolhardy mission to investigate the Borg had to have a seal of approval from the Federation Council of Exobiology before it could go ahead.**

Federation Medical Academy **United Federation of Planets** institute that trains medical practitioners. The holographic **Dr. Crell Moset** hoped to present a paper entitled 'Total Systemic Invasion of Klingon/Human Hybrid by a Cytoplasmic Pseudo-Parasite' to the Academy. (Starship Log: 'Nothing Human' [VOY]) **SEE FILES 19, 71**



F-type star
FCA Commissioners
Fair Haven, Ireland
Fanalian tea
fare
Farley, Ensign
Farn
Farris, Commander Karen
Federation Council on Exobiology
Federation Medical Academy
Federation Naval Patrol
Federation-Romulan Alliance
Felix
Felton Prime
Fennim
Ferengi Bill of Opportunities
Ferengi Health Commission
Fesek, Controller
Fetran sauce
Fifth Fleet
Filden gagh
Finial
Finok, Ensign Brinner
fire-fruit
firenut blend



▲ **Nilva, the chairman of popular Ferengi drink company Slug-o-Cola, was also a powerful member of the Ferengi Commerce Authority in 2374.**



▲ **Ezri Dax often ordered a mug of Fanalian tea from the replicators aboard station DEEP SPACE NINE after a late night.**



Federation Naval Patrol

Ocean-going branch of the **United Federation of Planets**. **Tom Paris** intended to join the Federation Naval Patrol after completing high school, but his father insisted that he join **Starfleet**. (*Starship Log*: 'Thirty Days' [VOY]) **SEE FILES 7, 19, 43, 71**

▶ The young **Tom Paris** had hoped to enter service in the **Federation Naval Patrol**, but his father, the renowned **Admiral Paris**, pressured him into joining **Starfleet**. **Paris** recalled these events when he piloted the **DELTA FLYER** under the surface of the **Monean** waterworld.

Federation-Romulan Alliance

Cooperative military effort between the **Romulan Star Empire** and the **United Federation of Planets** against the **Dominion**, beginning in 2374. The pact was engineered by **Captain Benjamin Sisko** and **Elim Garak**. (*Starship Log*: 'In the Pale Moonlight' [DS9]) **SEE FILES 12, 19, 70**

▶ The alliance between the **Federation** and the **Romulans** was engineered by **Captain Sisko**.



Felix

Designer of the **Secret Agent** and **Vic Fontaine** holoprograms. **Felix**, a friend of **Dr. Bashir**'s, invented unique features in his programs, such as giving **Vic Fontaine** self-awareness and implanting jack-in-the-box twists mid-story. (*Starship Log*: 'A Simple Investigation' [DS9]) **SEE FILES 27, 56, 70**

Felton Prime

A strategic **Cardassian**-held planet containing a relay station. A garrison of soldiers was stationed here. One of **General Martok**'s early victories involved a sneak attack that destroyed all facilities on **Felton Prime**. (*Starship Log*: 'Once More Unto the Breach' [DS9]) **SEE FILE 70**

Fennim

Kurros's humanoid aide on his 'think tank' vessel. **Fennim**'s duties included meeting guests and announcing them to **Kurros**. **Fennim** met **Janeway** and **Seven of Nine** during their 'think tank' visit. (*Starship Log*: 'Think Tank' [VOY]) **SEE FILES 40, 58, 71**



▶ Apart from **Kurros**, **Fennim** was the only humanoid member of the 'think tank' in 2375. He greeted guests to their ship.

Ferengi Bill of Opportunities

Legal charter on **Ferenginar** detailing the inalienable rights of its citizens. In 2374 **Grand Nagus Zek** amended the Bill of Opportunities, giving women the right to be clothed in public. (*Starship Log*: 'Profit and Lace' [DS9]) **SEE FILES 14, 51, 70**

Ferengi Health Commission

Branch of the **Ferengi Commerce Authority**. Individuals with trading licenses must be certified fit by the **Ferengi Health Commission** or their licenses are invalidated. (*Starship Log*: 'Infinite Regress' [VOY]) **SEE FILES 14, 71**

Fesek, Controller

Captain of a **Malon Waste Export Vessel** that was lost in 2375. For half the year, **Fesek** works as a sculptor on **Malon Prime** where he has a seven-year-old son. (*Starship Log*: 'Juggernaut' [VOY]) **SEE FILES 18, 40, 58, 71**



▶ **Controller Fesek's MALON WASTE EXPORT VESSEL** was destroyed in 2375, after it was sabotaged by a hideously disfigured core laborer, who was mistaken for the mythical **Vihaar**.

Fetran sauce

A fluid topping that **Tuvok** made during his convalescence from severe neurological trauma. **Tuvok** shocked **Neelix** by putting warm **Fetran sauce** on a triple chocolate **Wikki fruit sundae**. (*Starship Log*: 'Riddles' [VOY]) **SEE FILES 43, 71**

Fifth Fleet

Portion of **Starfleet** forces. In 2374 the ships in this group were defending **Vulcan** space, but were pulled away to help **Captain Benjamin Sisko** retake **Deep Space Nine**. (*Starship Log*: 'Favor the Bold' [DS9]) **SEE FILES 19, 31, 70**

Filden gagh

A type of **gagh**, a **Klingon** food served while still alive, that squirms when consumed. **Filden gagh** was to be served at **Martok**'s birthday party. (*Starship Log*: 'Prodigal Daughter' [DS9]) **SEE FILES 11, 70**

Finial

A drink served at **Quark's bar**. **Finial** was one of a series of 'F' drinks – including **Fizz**, **Froth**, **Flip**, **Foam**, and **Flare**. (*Starship Log*: 'Valiant' [DS9]) **SEE FILES 27, 70**

Finok, Ensign Brinner

Male crew member aboard the **U.S.S. Destiny** whose romance with shipmate **Ezri Tigan** ended after she joined with the **Dax symbiont**. **Ezri** lost interest because **Finok** resembled one of previous symbiont **Audrid**'s sons. (*Starship Log*: 'Prodigal Daughter' [DS9]) **SEE FILES 43, 70**

fire-fruit

A small edible, product of a seed plant growing on the **Delta Quadrant's** time-differential planet. Native shamans made fire-fruit offerings to **Tahal** until the **Sky Ship** appeared. (*Starship Log*: 'Blink of an Eye' [VOY]) **SEE FILES 18, 71**

firenut blend

Potent coffee served on the **U.S.S. Voyager NCC-74656**. **Neelix** kept **Harry Kim**'s cup full of firenut blend coffee so the ensign could stay awake all night and complete his monthly Ops report. (*Starship Log*: 'Mortal Coil' [VOY]) **SEE FILE 71**